Character																	Δ	d	<b>\</b> /	21		Δ,	A		
Class/Kit							L	evel						_ n	) m m		70 70	U M	V		8		ra		ns
Race							_ A	lign	ment	:					Ų	Ш	36						la	30	1115
Patron Deity/I	_	on																2	nc	l Ed	itio	n			
Place of Origin														=	]	PLA	YER	CF	ΙA	RA	CTI	ER I	REC	ORI	)
ABILITY SC	ORE	S											SA	VIN		ГН tart	ROV Mod	VS Tota		+/-			Mod	lifior	
STR	Hit Adj	Dm. Ad	g	Weig Allo	ht w		Max Press		Open Ooors		end ars			alyzation/ son/Death			mou	100	Ī	.,			11100		
DEX	Surpr	rise			Missile A					nsive stment			R	od, Staff, or Wand					1						
CON	HP Adj	Syst	tem ock	•	Resurr				son	Rege	n			rification/ olymorph					1						
INT	Add Profs		Spell Level		Learn Spell			Max # Spells		Spe Imm			Brea	nth Weapo	n				1						
WIS	Magica Def Ad		Bonus Spells			•		Spell Failure		Spe Imm				Spell											
CHA	Max # Hench				Loyalty Base	У				ction stment			R	Spell esistance											
									(	COM	ſΒA	T													
ARMOR	Surpri	ised A	4C			ÞΕ	X Ch	ecks			ŀ	HIT PO	DIN	TS	Nu	ımb	ed#						Wo	und	s
1 \ 1	Shield		4C				ion C				. [				Us	eles	s #								
	Rear A	AC			I	le	aring	Che	cks		L						eath								
CLÁSS	Type \	Worn	<u> </u>								<u> </u>	Hit Die	ce: c	<u>d</u>	De	ath	s to I	Date	•						
Target's AC	10	9	8	7	6		5	4	3	2	1	0	-1	l -2	Ţ.	-3	-4	-5	<u> </u>	-6		7	-8	-9	-10
To Hit #																									
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To Hit Modi	fiers				+/-		Da	mag	e Mo	difier	s			+/-		A	C M	odif	fier	`S					+/-
Non-proficie	ncy p	enalt	<b>y</b>	_																					
				$\perp$																					
								\\	/FΔ1	PON	$\overline{CC}$	)MB/	Т												
We	eapon			Т	#AT	T	Size		уре	Spec				ng Adj	Τ	Г	ama	σe		l	R	ang	e/S <sub>J</sub>	necia	al
, , , , , , , , , , , , , , , , , , ,	ароп	•		+	11711	$\dagger$	DIZC	1.3	, pc	- Spec	-	11107	/	<u>16 / 14j</u>	t		/	<u> </u>				····8	,c/ b <sub>1</sub>	peen	
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Proficiency			Slo	ts	Chk	]	Pro	oficie			LEIN		ots	Chk	ΙГ	Pı	ofici	enc	W				Is	lots	Chk
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## **EQUIPMENT**

Item	Locati	ion	Wt	It	em	Location	Wt	It	em	Location	W
										+	
Total Weight	+	l		Encumb	rance			Moveme	ent Rate		<u> </u>
Total Weight	MOVE	MEN	 J <b>T</b>	Lifedino	lance			EXPER			
Movement	Rate			ment	Rate	Tota	al XPs			d for Next I	eve
Base	Trute		Run			100			7 STICEUC	u ioi itemi	2010
Jog (x 2)			Da								
Run (x 3)				iy		Kit Modifi	or		Ability B	onus	
Run (x 4)						Subrace Mod			Level Li		
Encumbrance	Weig	 ht	Mo	ve Attacl	k AC	Level Chang			By	At Leve	ıle.
Category	Carrie		Ra		y Penalty		ges		Ву	AtLeve	13
Light (¾ MV)	Carrie	-u	Iva	te reman	y remarky	Saving Thro	ANC.				
Moderate (½ MV)				-1	_	Weapon Pro		nio c			
Heavy (1/3 MV)				- 2	+1	Non-weapon					
Severe (MV=1)			1		+3	Non-weapon	11 F 1 O 1.	ciencies			
Severe (MV=1)			1	-4	MAGIC	TTEMC					
					MAGIC	TIENIS					
			-	DEACLID	E /OTH	ED DOGGEG	CIONI	C			
			$\mathbf{T}$	KEASUK	E/OIH	ER POSSES	21017	S			
			T1	REASUR	E/OIH	ER POSSES	SION	<u>ა</u>			
			T1	REASUR	E/OIH	ER POSSES	SION	<u> </u>			
			<u>T</u>	REASUR	E/OIH	ER POSSES	SIOIN	5			
			T)	KEASUK	E/OIH	ER POSSES	SION				
				KEASUK	E/OIH	ER POSSES	SION				
			11:	KEASUK	E/OIH	ER POSSES	SION				
				KEASUK	E/OIH	ER POSSES	SION				
				KEASUK	E/OIH	ER POSSES	SION				
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CHAR	ACTE	R CLA	ASS/	KIT I	NFO	RMA	TIO	N	I	IONOI	R/STAT	ION						
Special I	Powers/	Benef	its: _						-		Honor/ Station	Birth	ı: _					
	(T) 1								-  -  [		Base	Reac	tior	ı Adju	stme	ent:		
Special 1	Hindran	ces: –							-	SIONI	CS							
									- * -  -	PSPs			V R	<b>Recove</b> Valkin Resting leepin	g :	ates: 3/hour 6/hour 12/hou	(1/tu	
Class/K	it Notes	:							_ _   D	Discipline	es:							
										Science	e/Devotio	n F	PS	Sci	ience	e/Devo	tion	PS
THIEV	INIC A	DII I	FIEC						_									
ITHEV	ING A	Base	Skill	Race	Dex	Kit	Arm	or Tota	al									
Pick Pock	kets								%			+						
Open Lo	cks								%									
Find Traj	ps								%									
Move Sile	ently								%									
Hide in S	hadows								%									
Detect N	oise								%									
Climb W	alls								%									
Read Lar	iguages								%									
Backstab	Damage	Multip	olier															
DDI	IECT V	EDCI	I <b>C</b>	Zon	nbie			·	G	hast				Vamp	pire (	or 9 Hl	)	
	IEST V. UNDE		)3	Gho	ul or	2 HD			_  v	Vraith or	6 HD			Ghos	t or :	10 HD		
	CIVDL	, <b>11</b>		Sha	dow c	or 3-4 I	HD		N	<b>lummy</b>	or 7 HD			Lich o	or 11	+ HD		
Skeleton	or 1 HI	) [		Wig	ht or	5HD			S	pectre o	r 8 HD			Speci	al			
REPU	TATIC	N				PA	ΓRO									IEST S	SPELI	LS
	Title _							Curre				Spel	ls p	er Lev	el:			
	Last Pe	rform	ance _					Numl	oer	Max	kimum	1st		_		6th		
Earning	gs									_		2nd		_		7th		
-	n Reput	-				Fans		1-10		attend		3rd		_		8th		
	stablish		putati	ons		Dieh				_	100 miles	4th		_		9th		
Index	Town	/City				Boos		13-14			1d6 friends	5th				Other		
								sts 15		free wo		_	res .	Availal	DIE/C	)pposit	on Sch	iools
						Supp Zeal			<u> </u>	_	gp/d12 months							
						Zear Defe		17		follow								
						Extre			<u> </u>	mimic	& defend							
						Fana		20	<u> </u>	_	(25% kill)							

## **CHARACTER DESCRIPTION**

Character Name		Player Name	
Birth Date	Birth Rank	Age	Sex
Alignment	Deity	Height	Weight
Race	Nationality	Hair	Eyes
Racial Abilities	·	Skin	Vision
		Handedness	Class
		Origin	•
Personality:		<u>.</u>	Character Sketch
Hit Points by Level:			
——————————————————————————————————————			
	BACKGROUND/HISTORY/	NOTEWODTHY EVENI	rc ·

FAMILY CHART				_		FAMILY N	NAME			
HEAD OF FAMILY AND	HIS BRO	THER	S ANI	) SISTERS		FAMILY F		-		-
PROPERTY OWNED			)							$\Big]  \Big $
Name										
# of Children										-
YOUR FATHER, UNCLES	AND A	UNTS								
	)(		)							$\Big) \ \ \Big $
Name			_							_
# of Children	<del>-</del>	D GIGT								_
YOU AND YOUR BROTH	ERS AN	D SIST	ERS		_				_	
	)(		) (			_)(				) $\parallel$
Name										
# of Children										_
		IENIC	T TN /T	PNI / A NIIN	<b>AAT</b> 4	COMPA	NILONIC			
Name	Race/0		AC	EN/ANII   HD/Lvl	HP		THAC0	Damage	Abiltities	
- Tunne		-						Zumage	T ADMICACION	
Notes				1		11			<u> </u>	
Notes						1 1		1		
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Notes										
Notes				MARTIA	ΛΙ ΛΙ	отс				
Style	#AT	AC	Princ	cipal Attac		√Dmg Adj	Dama	ige	Weapons	
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Special Maneuvers										
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## **NOTES**

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Advanced	Campaign:	SPELLS MEMORIZED Per Lev
Dungeons Dragons	Dungeon Master:	
2nd Edition		
	Adventure Dates:	
ADVENTURE RECORD		

Advanced	Campaign:		SPELLS MEMORIZED Per Level:	
			1st 2nd 3rd 4th 5th 6th 7th 8tl	8th 9tl
Dungeons gragons	Dungeon Master:	Aaster:		
2nd Edition				
	Adventure	Dates:		
ADVENTURE RECORD				
Character Name				
Player Name				
Class/Kit	Level			
Race	Alignment			
FELLOW ADVENTURERS	TURERS _			
Name Race/Class	HD/Lvl Notes	se		
			MAGICITEMS	
			Item Description Charges/Amount	/ Amoun
COMBAT	T			
ARMOR Surprised AC DEX C	DEX Checks	THAC0		
Shieldless AC Vision	Vision Checks			
Rear AC Hearir	Hearing Checks	HIT POINTS		
CLASS Type Worn				
SAVING THROWS Numbed	ed #	Useless #	AMMUNITION	]
Paralyzation/Poison/Death	Wounds/Current Hit Points	ent Hit Points		]
Rod, Staff or Wand				]
Petrification/Polymorph				
Breath Weapon			SPECIAL ABILITIES USE	
Spell				
MODIFIERS				

## AD&D Adventure Record Rev 2.17/98 by Patrick M. Murphy XPs Earned Rate | Penalty | Penalty AC Rate +3 $\pm$ I Move Attack \_ - 4 Movement Run (x 5) Day Carried Weight Rate Treasure Items Acquired: Current Encumbrance = Moderate (1/2 MV) Heavy (1/3 MV) Severe (MV=1) Encumbrance Light (% MV) Movement Category Run(x3)Run (x 4) log(x 2)Base Notes: HIGHLIGHTS OF ADVENTURE Non-Player Characters of Note: Special Information Acquired: Narrative: